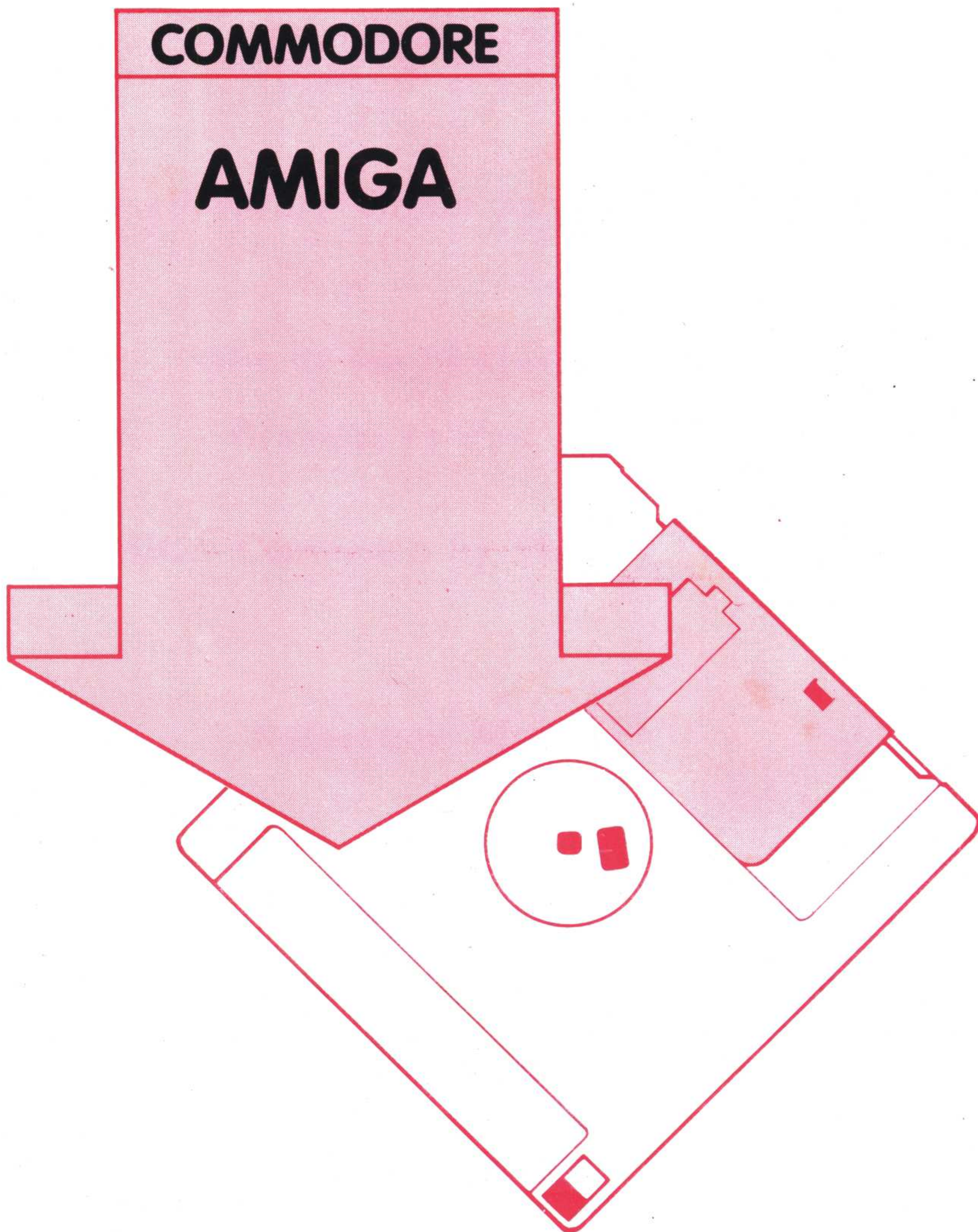


Tanglewood



microdeal

MichTron 

Tanglewood™

An Adventure Game for the AMIGA

Game by Ian Murray-Watson

Graphics by Pete Lyon

AMIGA Conversion by Timothy Purves

Reference Manual

Published by



Loading Tanglewood

After turning on your AMIGA load Kickstart if needed. When the computer asks for the Workbench disk, insert the Tanglewood Master disk. The program will then automatically load.

The Background of Tanglewood

A Challenge

It all began one bright spring day when you found a tattered blue envelope waiting on the mat outside your door. It was from Uncle Arthur, a friendly but faintly black-sheepish sort of uncle, known for unusual (and unsuccessful) business ventures, usually connected with distant planets. Uncle Arthur was now in trouble. He knew of your brilliance with computers, so had turned to you for help as his only hope.

He was the sole owner (or so he claimed) of the mining rights to T'ngl-y-wd, a small, undistinguished planet in a remote galaxy. He had purchased these rights from a large company who had unloaded a lot of useless property in an attempt to improve their cash flow. Little had come of it, and the planet was about to be added to the long list of Arthur's might-have-beens when a series of extraordinary events occurred.

To make a (very) long story short, one of Arthur's mining mobiles had been used to rescue a local inhabitant from the clutches of a rogue T'ngl-dog. This usually benign animal had been badly disoriented by a particularly violent earthquake, and had gone astray. The rescued inhabitant turned out to be the great sage of T'ngl-y-wd, and in gratitude, the local people showed Arthur (via the mining mobile), certain secret properties of some pretty, but otherwise unremarkable stones, which had previously been ignored.

The properties of these stones - now christened Dog Crystals - might prove to be of great value, and might even have military potential. Their close relative, the very rare Ice Emerald could have important industrial use.

Sadly, Arthur talked too much over a beer one night, and the news leaked out. The Big Boys began to muscle in.

The company who (Arthur says) sold him the mining rights, now maintain that they never did so. They have re-established their operational base on the planet, with a hastily assembled new security system. They are deploying short-range Disrupter Mobiles to damage Arthur's own vehicles. Furthermore (Arthur claims), they have stolen the documents which gave him sole mining rights, and are bringing a case in the Inter-Galactic Court to have him thrown out. Right may be on Arthur's side, but what's right when faced by big money?

His only chance is to find those documents before the court case – which gives him ten days. To make matters worse, his latest Mobile Operator, who was making some progress, has vanished under suspicious circumstances, and there is no time to get another. He appeals to you, with your knowledge of computers, to help him, and promises you a large share of the profits if you succeed. Well, you've got nothing special to do over the next few days – so why not give it a try? You may suspect that Arthur's side of the story may not be the only one, but he might just be telling the whole truth for once (and after all, family is family!). One thing's for sure, you expect to find some pretty rickety equipment, knowing Arthur's preference for second-hand hardware whenever he can get it (good thing he didn't have any say in the selection of *your* excellent, top quality computer equipment!). Even so, you could hardly have expected the antique load of junk you find when you get started. Computers out of the 20th century – and who on earth wrote the software? The only help you've got are the notes Arthur's last operator, P.A.T., made before he vanished (just in case anything "happened" to him).

Dog Crystals

We haven't found any of these yet, but the great T'nglian sage told us the following: The crystals are inert during the day due to the great heat of the T'nglian sun. At night they may be tuned into certain electronic frequencies that will then feed off the tiny quantities of radiation such as our mining mobiles give off. They are breathtakingly beautiful. Also (and this is what interests The Military), once they are tuned in they will protect their hosts against certain forms of nuclear energy, and are able to absorb and store great quantities of toxins without harm to themselves. The T'nglians claimed to have used them in their political negotiation ceremonies for years. (You can believe all of this if you want – though it may be just a local, old wives' tale, or superstitiously used as another part of their weird ceremonies).

Ice-Emeralds

These are apparently very rare (so rare you may never find one). They are closely related to Dog Crystals, but absorb heat. They could therefore be very valuable in industrial applications which need small efficient cooling systems. They are also made inert by exposure to the T'nglian sun, though probably because they very quickly absorb as much heat as they need.

Operator's Manual

The Operating System

Ritter-Pavlovsky Transfer (Early Version):

It's ancient! Modern systems use a development of Ritter-Pavlovsky Transfer, but Arthur couldn't afford that. We use a hybrid of pre-digested data plus an early form of R-P transfer for unmapped areas. This means that what you see is not what is actually there (so don't believe it just because you see it!). The map of the planet's surface is continually re-created from mobiles' pre-recorded data. For unmapped areas (like the forest), we have to switch to R-P transfer, and it's as primitive as the original pioneering system.

As it is usually impossible or incomprehensible to provide an exact image of alien landscapes, the mobile matches what it actually sees against its data banks, and provides us with the nearest equivalent in Terrain terms. Since data banks are limited, views which are actually different may be transmitted to us looking the same. There is also a time-lapse while the computer carries out the conversions, so that the mobile cannot transmit continuously. By the time the picture gets to us, the mobile has moved on – it may have gone around full circle, or found a dead end and returned, changed direction, etc. There is no guarantee that if you go back the way you came, you will get back to where you started, although you often do. In the early days, this used to drive operators crazy, until they learned to use the mapping techniques well known from certain sorts of computer game (imagine, they used computers to play games in the old days!). It's tough, but not impossible.

Controls

The Console

Everything on the console works by mouse control – you don't need to type anything in. If you want to use something, or open it up, click on it with the left mouse button. If you want to know more about it, use the right button. There are 7 switches on the console, and five numbered buttons. These are easy to use (with the left mouse button). There are 5 smaller screens apart from the main one. On the top is a picture of the mobile (if it hasn't been zapped), then there are three frames that show what it's carrying. The bottom screen is used by the mobile to show anything it finds (these objects don't show on the map – see notes on the **Operating System**).

To pick something up, drag it to the carrying screens; reverse the procedure to drop something. It won't drop anything where there's already something (it confuses the computer), or in certain other places where it might not be retrievable. Be careful – the hostile mobiles sometimes collect the things they find (and steal from us when they zap our mobiles) and hide them in their Control Center.

Mobile Movement

You may move the mobiles by joystick or mouse. The F10 key lets you activate and deactivate the joystick. When the joystick is activated, the mobile will be controlled by the joystick around the planet. However, the mouse is still used to select the necessary controls on the console.

With the joystick deactivated, the mouse is used for both mobile movement and selecting the necessary controls on the console.

Dials

The dial on the top left is the **Heat Gauge**. This changes between red and white during the day, and between light blue and deep purple during the night. Bands move across the gauge to give a visual impression of the time. The *Day Elapsed Number* is also shown.

The yellow dial below the mobile picture is the **Energy Gauge**.

The dial to right of text indicates when an object is found.

Steering

When you call a mobile (with the numbered buttons) it will appear in the center of the screen – or if it's in a building or a base, the building or base will appear center screen. To set the mobiles in motion, move onto the main screen (the bulb comes on), and click either button. The mobile will then follow the mouse/joystick movements if it is able. If it was hidden in a building, you'll have to direct it out before it will appear. If it can't move, it won't tell you – it just won't move. If it gives you a reason for not being able to move into a certain area, then one of the other mobiles probably has the the ability to go there. All the mobiles have limited energy, and will stop when they run out. They recharge automatically while one of the others is being used – but it's not good to get caught out in the open and energy can be difficult to judge (see **Computer Reports**).

Note: Steering with the mouse can be tricky until you're used to it. When you start, imagine the mouse is in the center of a small four-pointed star, and use the points as your directions. The biggest move rules, so if you've shifted the mouse a long way right, that direction will rule until you move back again, or move even further in another direction. Very small moves are enough to change direction, and if you anticipate a turn slightly, it helps.

The Opposition

There's not much information available but here is what we know:

Their mobiles have limited intelligence and range. If you keep moving, they're not very good at tracking you down, but if you stop – watch out! Also they constantly run out of gas, and new ones have to be sent out. They haven't gone into buildings that we know of.

Their Control Center is protected by a computer system which I managed to hack into very briefly before I was noticed. It seems to work in two ways. The external system will zap any unrecognized mobile unless it is protected. The internal system allocates a security level to any mobile which gets in – and that's where the bug is, if there is one. If you get past the external system, the internal one assumes you must be authorized, even if it doesn't recognize you. The only trouble is that so far we haven't been able to get in! Also, use of the internal computer itself is probably part of the security system, so if you get in to use it at all, you probably must be a recognized user.

In the end, the best plan might be to somehow cause a power failure in the system, but the problem is how (unless the Dog Crystals really do work like the old sage said).

SUMMARY

Movement and commands: Mouse-controlled

1. To summon a mobile, click on one of the numbered mobile buttons (left hand side)
2. Move mouse pointer onto the main screen (bulb in lower right corner will come on)
3. Click mouse to start mobile movement
4. Mobile follows mouse
5. Click mouse to stop mobile movement

Movement and commands: Joystick-controlled

1. To summon a mobile, click on one of the numbered mobile buttons (left hand side)
2. Then manoeuver the mobile with the joystick

Objects

To pick up an object, drag it from the *Found* screen to any one of the three *Carrying* screens. To drop an object, reverse the process of picking it up. You cannot drop objects:

- a) Where there is already another object
- b) Off the main map
- c) Certain locations which might later change.

To use or open an object (i.e. a box), use the left button to click it on. To get information about an object or a program in the **Mobiles** suite of programs, use the right button to click on it.

Note: to simplify things a bit, whenever you have used an object correctly it is simply removed from the game. This gives you less to worry about.

Switches

(Don't read this section if you'd rather find out by experiment.)

There are 4 switches at the foot of the main screen. From left to right:

1. Quit game (confirmation required).
2. Save or restore game (up to 5 files). To restart use either and select RESTART from window.
3. Sound on/off.
4. Pause.

Only Switch 1 will work before a mobile has been selected. So to restore a saved game, load the program, select a mobile, then use Switch 2.

There are 3 more switches underneath mobile picture From left to right:

1. Suite of programs.
2. Brief location description, and sometimes more.
3. Time warp (moves from day to night and vice-versa).

Dials:

1. Top left - Heat/time gauge.
2. Under mobile picture - Energy.
3. To right of text - indicates object found.

The console is *only* updated when you stop moving and exit the main screen.

Conclusion

Tanglewood is a game designed to challenge and develop your problem solving abilities rather than your reflexes. It may seem foreign and incomprehensible at first, but that is how it should be! The conclusion to Uncle Arthur's saga depends on your skill in unravelling the mysteries of Tanglewood. Take time to learn the layout of the planet and the characteristics of your mobiles your perseverance will soon be rewarded with remarkable discoveries of many kinds. You may even come to consider Tanglewood a habitat worthy of permanent relocation...but we doubt it!

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